




Anttia vastaan

1755 pts (39.00 %) 1225 pts (27.00 %) 1398 pts (31.00 %) 200 pts (4.00 %)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)


Characters



EL GENERAL



Duke - Large - Cavalry - 50x50

630 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|-------------|----------------------------|
| | 4" | 8" | 9 | | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 6 | 4 | 0 | The Blessing, Heavy Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Duke | 4 | 6 | 4 | 1 | 6 |

Lance Formation, Oath of Fealty, Hand Weapon





MOUNT HIPPOGRIFF

| Global | Adv | Mar | Dis | Model Rules | |
|------------|-----|-----|-----|---|-----|
| | 7" | 14" | C | Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops | |
| | 8" | 16" | | | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | C | 5 | C+1 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Hippogriff | 4 | 4 | 5 | 3 | 4 |

Harnessed, Devastating Charge


Options | Shield • Questing Oath, Bastard Sword • Hippogriff • Audacity • Crusader's Salvation • Titanic Might



EL DUKE


Duke - Standard - Cavalry - 25x50

385 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|-------------|----------------------------|
| | 4" | 8" | 9 | | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 6 | 4 | 0 | The Blessing, Heavy Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Duke | 4 | 6 | 4 | 1 | 6 |

Lance Formation, Oath of Fealty, Hand Weapon



MOUNT BARDED WARHORSE

| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|-------------|-----|
| | 8" | 16" | C | | |
| Defensive | HP | Def | Res | Arm | |
| | C | C | C | C+2 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 |

Harnessed, Devastating Charge

Options | Shield • Grail Oath • Lance • Barded Warhorse • General • Basalt Infusion • Dusk Forged



NEITO EI-PULASSA

Damsel - Standard - Cavalry - 25x50

430 POINTS



| | | | | | | |
|------------------|------------|------------|------------|---|---------------------------------------|------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 4" | 8" | 7 | Wizard Apprentice, Insignificant, Beloved | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 3 | 0 | The Blessing, Magic Resistance (1, 1) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Damsel | 1 | 3 | 3 | 0 | 3 | Lance Formation, Hand Weapon |



MOUNT EQUITAN UNICORN

| | | | | | | |
|------------------------|------------|------------|------------|--------------------|-------------------------|-----------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 10" | 20" | C | Forest Guide | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | C | C | 4 | C+1 | Magic Resistance (2, 2) | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Equitan Unicorn | 2 | 5 | 4 | 1 | 5 | Harnessed |

| | |
|----------------|--|
| Options | Druidism • Equitan Unicorn • Wizard Master |
|----------------|--|



BSB

Paladin - Standard - Cavalry - 25x50

310 POINTS



| | | | | | | |
|------------------|------------|------------|------------|--------------------|----------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 4" | 8" | 8 | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 5 | 4 | 0 | The Blessing, Heavy Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Paladin | 3 | 5 | 4 | 1 | 5 | Lance Formation, Oath of Fealty, Hand Weapon |



MOUNT BARDED WARHORSE

| | | | | | | |
|------------------------|------------|------------|------------|--------------------|------------|-------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 8" | 16" | C | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | C | C | C | C+2 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|---|
| Options | Battle Standard Bearer • Shield • Grail Oath • Lance • Barded Warhorse • Alchemist's Alloy • Wyrwood Core |
|----------------|---|

Core



PIKKUJUNA

Knights of the Realm x6 - Standard - Cavalry - 25x50

265 POINTS



| | | | | | | |
|----------------------------|------------|------------|------------|--------------------|------------------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 8" | 16" | 8 | Scoring | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 1 | 4 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Knight of the Realm | 1 | 4 | 4 | 1 | 3 | Lance Formation, Oath of Fealty, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|



PIKAJUNA
Knights Aspirant x15 - Standard - Cavalry - 25x50

695 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|--------------------|------------------------------------|--|
| | 8" | 16" | 7 | Scoring, Impetuous | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight Aspirant | 1 | 3 | 3 | 0 | 3 | Lance Formation, Devastating Charge, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Banner of the Last Charge |
|----------------|---|



PIKUJUNA
Knights of the Realm x6 - Standard - Cavalry - 25x50

265 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|-------------|------------------------------------|--|
| | 8" | 16" | 8 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight of the Realm | 1 | 4 | 4 | 1 | 3 | Lance Formation, Oath of Fealty, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|

Special



LEKA
Knights of the Grail x7 - Standard - Cavalry - 25x50

598 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|------------------------|------------------------------------|---|
| | 8" | 16" | 8 | Scoring, Pure of Heart | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 4 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight of the Grail | 2 | 5 | 4 | 1 | 5 | Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Stalker's Standard |
|----------------|--|



MORSSARI
Knights of the Quest x11 - Standard - Cavalry - 25x50


540 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|-------------|------------------------------------|---|
| | 8" | 16" | 8 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight of the Quest | 1 | 4 | 4 | 1 | 4 | Lance Formation, Questing Oath, Bastard Sword |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|-------------------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |


| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



UHRI 1

Yeoman Outriders x5 - Standard - Cavalry - 25x50

130 POINTS



| | | | | |
|---------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant |

| | | | | |
|------------------|-----------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |
| | 1 | 3 | 3 | 1 |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|-------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |

| | | | | | | |
|-------|---|---|---|---|---|-----------|
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |
|-------|---|---|---|---|---|-----------|

| | |
|----------------|----------|
| Options | Bow (4+) |
|----------------|----------|



YEOMAN OUTRIDERS #2

Yeoman Outriders x5 - Standard - Cavalry - 25x50

130 POINTS



| | | | | |
|---------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant |

| | | | | |
|------------------|-----------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |
| | 1 | 3 | 3 | 1 |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|-------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |

| | | | | | | |
|-------|---|---|---|---|---|-----------|
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |
|-------|---|---|---|---|---|-----------|

| | |
|----------------|----------|
| Options | Bow (4+) |
|----------------|----------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---------------|----------------|--|----------|
| <h2>Breath of the Lady</h2> | | | | |
| <i>Mf</i> | {8+} {10+} | {18"} {36"} | Translation missing: en.magic_spell.type_target.Augment | One Turn |
| The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'. | | | | |



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

| | | Casting | Range | Type | Duration | Effect |
|----------|-----------------|---------|-------|---------|----------|---|
| 5 | Stone Skin | 9+ {8+} | 12" | Augment | One Turn | The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience. |
| 3 | Entwining Roots | 6+ {5+} | 12" | Hex | One Turn | The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks. |

| | | Casting | Range | Type | Duration | Effect |
|---|---------------------|--------------|--------|---------------------|-----------|--|
| 4 | Summer Growth | 11+ {10+} | 24" | Augment | Instant | This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies. |
| A | Fountain of Youth | | 12" | Augment Focused | Instant | The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell. |
| 6 | Spirits of the Wood | 7+ {6+} | 12" | Augment {Universal} | One Turn | Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).} |
| 2 | Master of Earth | 6+ {5+} | 18" | Hex Damage Direct | Instant | The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks. |
| 0 | The Oaken Throne | 4+ | Caster | Caster | Permanent | If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil). |
| 1 | Healing Waters | 7+ {6+} | 12" | Augment | One Turn | The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}. |

Magic items

Crusader's Salvation: The wearer gains +1 Armour and **must** reroll failed Armour Saves.

Titanic Might: Attacks made with this enchanted weapon gain +3 Strength and become Magical Attacks.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Wyrmwod Core: The wielder gains **Breath Attack (Str 5, AP 0, Flaming Attacks)**. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**.

Magic banners

Banner of the Last Charge: R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

Stalker's Standard: The bearer's unit gains Strider.

Model Rules

Bastard Sword: Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it may instead be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. All R&F models in the unit must use the weapon in the same way. A Bastard Sword can be enchanted as if it was a Great Weapon.

Beloved: Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Grail Oath: 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Holy Migh: Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

Impetuous: Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

Insignificant:

Lance: Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

Lance Formation: Attack Attribute - Close Combat

The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Magic Resistance:

Oath of Fealty: Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

Pure of Heart: Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

Questing Oath: - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.

- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.

- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Serf: A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and

- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

The Blessing: The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

EI General

EI Duke

Neito ei-

BSB

Pikkujuna

Pikajuna

Pikkujuna

Leka

Mörssäri

Uhri 1

Yeoman

